

# Too Seng Wei(Too)

Malaysia citizen

hitoo.co

sengweitoo@gmail.com

github.com/weiweitoo

+6 016759 2559

## EDUCATION

- Bachelor of Computer Science (Hons), Multimedia University (MMU), Malaysia. CGPA 3.46/4.00
- Deep Learning, a 5-course specialization by deeplearning.ai on Coursera. Certified in May 2019

## EXPERIENCES

<b>Research Assistant</b>	AIU Lab, Academia Sinica Taiwan	April' 2020 - June' 2020
<ul style="list-style-type: none"><li>- Propose and build novel Conditional Generative Adversarial Network architecture for computer vision task</li></ul>		
<b>Research Assistant</b>	Vipr Lab, Multimedia University	Jun' 2019 - Feb' 2020
<ul style="list-style-type: none"><li>- Build deep learning model using BERT and LSTM for Natural Language Understanding task</li></ul>		
<b>Project Lead Developer</b>	Axvel	Apr' 2019 - Nov' 2019
<ul style="list-style-type: none"><li>- Led Front-end team and built a Single Page Application for a Courier Delivery Website</li><li>- Lead Developer and in charge of rebranding and expansion of core product</li><li>- Bringing modern software development techniques such as CI/CD and Microservice</li></ul>		
<b>Full Stack Developer</b>	BotAhead	Jun' 2018 - Dec' 2018
<ul style="list-style-type: none"><li>- Full-stack development for multiple SPA, including Currency Exchange System and Skill Sharing Marketplace</li></ul>		

## PUBLICATION

### EmoStory: Emotion Prediction and Mapping in Narrative Stories(Under Review)

- Work is done during Bachelor Degree for FYP under ViprLab MMU. Propose an encoder-decoder framework to perform sentence-level emotion recognition for narrative story. Also propose attention-based emotion mapping.

## SIDE PROJECTS

### Open Source Contributor

- Contributed to a civilian-led NGO, Open Promises Malaysia. Bi-weekly submitting Pull Request to codebase

### [Natural Language Processing] Sentiment Analysis

github.com/weiweitoo/airline-twitter-sentiment

- Perform Sentiment Analysis on US Airline Twitter Data on Kaggle Challenge using ULMFiT.
- Well-trained models get 86% accuracy.

### [VR Game] Busy Shopkeeper

[hitoo.co/busy-shopkeeper/index.html](http://hitoo.co/busy-shopkeeper/index.html)

- An Action VR game that required the player to complete different tasks at the same time using "mind-control" power.
- Tech Stack: C#(Unity 3D)

## HONOUR & AWARDS

### Pos Aviation Hackathon 2019 - 2nd Runner Up

- Real-time AR navigation app with AI chatbot aim to provide the best end-to-end experience for passenger in Airport

### Fusionex Data Challenge 2019 - 2nd Runner Up

- Analyse the given dataset, followed by the demonstrate how explored data can be used to solve real-life problems

### VR Hackathon 2018 Finalist

- Built a prototype on how VR can create a convenient experience to oversee real-world factory machines system

## LANGUAGES & TECHS

- Tech: C++, Java, Python(Flask, TensorFlow, PyTorch), CSS3 (SCSS), MongoDB, MySQL  
JavaScript(VueJS, ReactJS, NodeJS), PHP (Laravel), Unity3D(C#), CapRover, Heroku, Docker, Go
- Human: English, Chinese, Malay, Taiwanese

## ADDITIONAL EXPERIENCES

**President** of Hackerspace MMU(Aug' 2019 - Dec' 2019) - Community-operated, where people share their interest in tinkering with technology, meet and work on their side projects while learning and sharing with each other.

**Vice President** of IT Society MMU(June' 2017 - June' 2018) - The official club for Faculty of Computing and Informatics in MMU.